

# B R O B D I N G N A G - 3

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Brobdingag #92 GNV-2  
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January 1969  
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## Introduction

After my experience of running off Brobd-3 #91 on the local Baptist Church's mimeograph, I'M almost tempted to type off each copy individually and mail them out. Fairly good reproduction, but man, is the old girl tempermental.

Those observant souls may have noted the chopped off appearance of pages 1 and 2. Well, they were. So I'm going to take a few extra pages and go into my position on the various rules and interpretations of postal Diplomacy.

1. Konings Rule: Brobd-3 allows Konings rule.
2. Wells' Extension of Konings Rule: Brobd-3 allows Wells' extension.
3. Boradman's Dilemma: Example:  

<u>Germany</u> : A Ber - Pru	<u>Russia</u> : A Sil - Sil
A Sil (s) A Ber - Pru	A War (s) A Pru - Sil

Support of A Sil remains good.
4. The Victory criterion: One player must have 18 forces actually on the board.
5. Ties and Draws: After two years with no change of supply centers, all players are asked if they will consent to a draw. If so, one is then declared. If any player does not consent, two more years will be allowed, and if no supply centers have changed hands players will be asked to submit game plans for a victory. If none are feasible (none of this "attack until X misses a move" stuff.) a draw will be declared.
6. Support order to a unit ordered to move: Support is invalid.
7. Support by fleets in split coast provinces: Example:  
F Mar - Spa(sc)  
F Gas (s) F Mar - Spa(sc)??  
Fleet Gascony can support a fleet or an army into or in the south coast of Spain. But a fleet in the south coast of Spain cannot support a unit in Gascony or an attack on Gascony. Similar rulings for the provinces of Bulgaria and St. Petersburg.
8. Cutting of the Cutting of Support: Not allowed in Brobd-3.
9. Cutting one's own throat: Example:  

<u>Germany</u> : A Pru - War
A Sil (s) A Pru - War
A Mun - Sil

Support of A Sil remains good. No suicides allowed.

10. Brannan's Rule: As John McClellan said "This is a two part rule. We will deal with each part." Part A: "A Convoy move does not cut support against the flood in the body of water through which the army is convoyed last." Examples:  
Italy: F Apu (s) F Ven - Adr      Austrian: F Adriatic (s) A Alb - Apu  
                F Ven - Adr                                 A Alb - Apu  
This is still a frontal attack and does not cut the support of F Apu

Part B: "When one of the fleets in a convoy chain is dislodged, the attempted convoy does not get any support at all. If a fleet is dislodged, the army which was to have been convoyed has no effect whatsoever at its intended destination."

Both Part A & B of Brannan's rule are allowed in Brookline.

11. Convoy between contiguous provinces Example:  
Italy: A Nap - Rom  
F Tyr (c) A Nap - Rom It is assinine but allowed.

12. Alternate Route Convoys: Examples:  
Italy: A Apu - Alb

The idea being that if one fleet is dislodged then the army will proceed by the others. Only if both fleets were dislodged would the convey fail. This will be considered a two step convey and will fail if either fleet is dislodged.

13. Convoy of Support: Not allowed in Prob-3:

14. The Mislaid Army: Examples:

The Mislaid Army Example:  
 England: A Lon - Bel      Germany: F Nth (c) ENG A Lon - Nwy  
 Does not succeed, as the orders for the army and the fleet must  
 agree. ((You know, this is one rule that could make life most  
 interesting in a variant game, for when a an army... captured by a  
 foreign fleet, it literally places its fate in their hands.))

15. Army convoyed by dislodged fleets: If an army is to be conveyed and the fleet scheduled to convoy is dislodged, the army does not move.

16. Retreat Rule: This was supposed to be in Dec 79, but the church mimeo objected...

- a. single piece retreating - single space open: Automatic retreat, with removal option to player.
- b. single piece retreating - multiple spaces open: Player must order, and failure to order results in removal.
- c. multiple pieces retreating - multiple spaces open: Same as b. above.
- d. multiple pieces retreating - single space open: One must retreat and the other(s) ordered to "stand and die".

17. Two forces retreating to the same space: Both are destroyed. ((Could this be termed a "population explosion?"))
18. Retreats closed by stand-off: Retreating force is removed.
19. Retreat via convoy: Not allowed in Brob-3.
20. The Coastal Crawl: Example;  
F Spa(sc) - Por or F Bul(ec) - Con  
F Por - Spa(sc) F Con - Bul(sc)  
Both of these are allowed.
21. The Crawling Retreat: (( I like that term!)) Example;  
France: F Spa(sc) - Por England: F Por (R) Spa(nc)  
F MAO (s) F Spa(sc) - Por  
This move is legal and will succeed in Brob-3.
22. The force simultaneously attacked from two sides: Example;  
Italy: Army Piedmont Hold; Austria: Army Tyrolia - Piedmont;  
Army Venice (s) Army Tyrolia  
to Piedmont;  
France: Army Marseilles to Piedmont;  
Fleet Gulf of Lyon Support  
Army Marseilles to Piedmont;
23. The Spring Raid: This would mean that a force that passes through a supply center in the spring would not gain the center from its owner, but would cause the center to revert to a neutral status, as it held before the game. The example would be as if Serbia were Austrian, and a Russian unit passed through in the Spring without an Austrian unit moving to assert ownership in the Fall.
24. Order of Removal: Brob-3 will remove on the following basis, any required removal for which the player does not submit orders.
  1. Farthest from home (Nearest home supply center).
  2. Non supply center before supply center.
  3. Fleet before Army.
  4. (Actually part of 1) Distance from home is by steps, with convoys as single steps. No multiple convoys used in counting.
  5. If this should result in a tie, we will use John's system and remove on an alphabetical basis, first A, then B, ect.
25. The you-only-live-once game: In which an annihilated army cannot be rebuilt. This is not allowed in any other 'zine, nor is it allowed in Brob-3.
26. The Gilliland Incident situation: Example;  
France: Army Marseilles to Piedmont  
Army Burgundy to Marseilles  
Army Gascony (s) Army Burgundy to Marseilles  
If Army Marseilles does not succeed in its attack to Piedmont, the

supported move to Marseilles does not dislodge the French Army already there.

27. The Self Standoff: We have all had the problem of how to defend more supply centers than we have pieces. An example would be for France, with forces in both Portugal and Marseilles to order them both to Spain. This not only blocks Spain, but closes both Portugal and Marseilles as well. This move is allowed in Brob-3.
28. The Self Standoff Counterploy: Let us say that in the above example, England is the hostile power with a fleet in the Gulf of Lyon, and is moving up forces on Iberia. So England, guessing what France intends to do ((cunning devil)) orders; F Lyon (s) French A Por - Spa. This is a supported attack opposing an unsupported one and succeeds. It is allowed in Brob-3.
29. The "Changing of the Guard": The direct interchange of an army and a fleet without invoking a convoy is not allowed in Brob-3.
30. Exchange by Convoy: Example: Say Germany has an Army in Holland and a Fleet in Belgium, and wishes to exchange them. Is A Hol - Bel  
F Nth (c) A Hol - Bel  
F Bel - Hol  
a legal move. Note that there was no direct changing. Tentatively I will allow this in Brob-3 but I would like some opinions from anyone who feels otherwise.
31. Convoy through Coastal Province: Example,  
France: Army Picardy to Holland  
Fleet Belgium Convoy Army Picardy to Holland.  
This is not allowed in Brob-3.

#### Discussion:

As John said in Brob #90, we have had a good amount of correspondence on Diplomacy and lots of other subjects as well, from the weather in Ralston to duck hunting. I count myself rather fortunate to have been introduced to Diplomacy by Monte Zelazny and to have had someone like John to kick ideas around with. I know Gainesville postmarks have been a familiar sight in the Ralston Post Office. I just hope that John, and all of you will feel free to bend my ear as much as we've bent John's. I'll try to put as much time and thought into the replies as John did. As anyone who has met and had to put up with me will attest, I am a gabby sort. When I can get away from pipe or stein.

You will no doubt note in the past four pages, and in those to come, incidents of improper use of the English language and improper construction as well. I seem to recall a statement which pretty well summed up my opinion of the language; "English is the result of Norman men at arms trying to make dates with Saxon barmaids in 11th century England, and no more legitimate than any of the other results.

POSTAL PROCEDURES:

All mail to: P.O. Box 903  
Gainesville, Florida, 32601

I'd appreciate you spelling out Florida and using the zip code as mail from a few areas has a tendency to go to Gainesville, Georgia first. I might add this is especially true for the Washington D.C. area.

Deadlines will be at midnight of the day stated. To clarify, this is the midnight ending the stated date. As I said in Brob-3's last issue, this system lets me clean out the box when I get off work.

I will more than likely GM the games when I get back to Starke that same night, so I should be able to do the stencil the next day. Trustingly, there will be at most a three day lag between receipt and posting.

CONTACTING THE GAMEMASTER:

Have Fun! While I am extremely regular in my hours, they are a bit bizarre.

Home Phone: Starke, Florida  
904-964-5427

It is unlisted locally so it does no good to call Operator and ask for me. It will be a good number until one of

those damn sell by phone companies ferrets it out from somewhere. If it ever does change you will be informed of the fact. No collect calls.

I am usually home at the following times, subject of course to varying factors.

Monday - Friday: 1000 - 1515 hrs      Saturday - Sunday. Generally all day and more so on Sunday.

Calls at other hours will not find me home. Now Joanie flatly refuses to get interested in Diplomacy, and while she will take moves by phone, I urge you (if you ever do call) to do so during hours when I will be at home.

PROPAGANDA PROCEDURES: We do accept propaganda from players, subject to decency, (after all, this is published on the First Baptist Church's mimeograph and I do leave a courtesy copy. We reserve the right to edit due to space limitations. It is doubtful that Brob-3 will ever reach the Brobdingagian length of 24-28 pages again. If it should, it would be mainly discussion, I am sure.

ET CETERA ITEMS: Brob-3 will continue to publish summaries of other diplomacy games completed in other 'zines. Probably there will be a few

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times when we will try and intelligently discuss a few things completely unrelated to Diplomacy. One of the subjects undoubtedly will be Fletcher Pratt Naval Wargames, which is a very big thing here in Florida. Anyone of you out there who is a devotee, especially of the First World War era is invited to write.

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GAMES

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BROBDINGAG-3 ABA (Anything but Austria!)  
1969?

England: Dick Reiter  
HQ 2nd Wea Wng Cmr Box 166  
APO New York 09332 (Air Mail please)

France: Charles Welsh  
6917 Cherry Lane  
Annandale, Va. 22003 (Need telephone number)

Germany: Norm Zinkham  
Box 322 Sub Post Office #6  
Saskatoon, Saskatchewan, Canada (Need Telephone number)

Italy: Randy Bytwerk  
1034 Barber Terrace, N.W.  
Grand Rapids, MI. 49504 Phone: 616-453-0567

Austria: Mike Mellott  
29020 40th Ave. South  
Auburn, Wa. 98002 (Need Telephone number)

Russia: Doug Beyerlein  
3934 SW Southern  
Seattle, Wa 98116 Phone: WE2-5743

Turkey: George E. Schelz, Jr.  
140 W. 238th St  
Bronx, N.Y. 10463 Phone: 212-546-0691

Freiherr von Speilen and myself wish to wish each of you the best of luck in your diplomacy and in your play.

DEADLINE FOR SPRING 1901 MOVES IS MIDNIGHT, ENDING FRIDAY, 28 FEB. 1969

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PROBINGNAG-3

ACA  
1969

England:

Jeff Power  
521 Sixth Street  
Traverse City, Mich 49684 616-947-6394

France:

Larry St. Cyr, Jr.  
30 Frederick St  
North Adams, Mass 01247 413-663-6838

Germany:

Norman McLeod  
906 Kimberwicke Road  
McLean, Va 22101 Need Telephone number

Italy:

Lewis Pulsipher  
RR #3, Box 189  
Battle Creek, Mich 49017 616-962-1520

Austria:

Glen Hertz  
CMR Box 1733  
APO SF 96328 Air Mail Please

Russia:

SF/4 Brenton Ver Ploeg  
US 54928214  
Co C, 125th Sig Bn  
APO SF 96225 Air Mail Please

Turkey:

David Johnston  
5451 Rockwood Road  
Columbus, Ohio 43229 614-888-0273

As with game ABA, the Freiherr von Speilen and I would like to take this opportunity to wish all of you gentlemen the very best of luck in your diplomacy and your play. We look forward to an interesting game.

DEADLINE FOR SPRING 1901 MOVES IS MIDNIGHT ENDING FRIDAY, 28 FEB 1969

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## The Conrad von Metzke Contest

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Brob #89 announced a Conrad von Metzke contest. There was only one entry. How is it that Diplomacy players know all about the works of Richard Wagner, the wording of Gilbert and Sullivan operettas, the history of miniscule and evanescent African kingdoms, but not what has appeared in the journals of our own game? The winner of the contest is therefore Edi Birsan. Congratulations, Edi! With your dozens of games you are probably happy to have a free game coming up. Conrad, please note.

((By jamcc))

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## The Brob Rating List

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Introduction: The BROB Rating List is constructed on the following principle. In any game a player gains a point from every player who does worse than himself (i.e., from players eliminated earlier or, if they both survive until games end, players with fewer forces at game's end). Similarly, he loses a point to every player in the game who does better than he does. This results in a score of +6 for the game winner, +4 for the next strongest survivor, +2 for the third player, and so on, down to -6 for the player who was the first to be eliminated. If there is a tie at any point, the two involved get intermediate scores; for instance, if there were two survivors, in addition to the winner, each with 8 forces at game's end, they would each gain a score of +3. In the case of a drawn game, all survivors score equally with one another. For a player rated on several games, the scores from his various games are added to give the player's Completed Game Total Score. This is the second figure given in the rating. A total score of +16, for example, may be considered to mean that, in all the players completed games, the number of people he has beaten ( equals has done better than ) exceeds the number who have beaten him, by 16.

Many people are more interested in the average performance of a player, rather than his total score. To get it the player's score is divided by the number of games on which he is rated and this average is reduced to a percentage scale. On this scale a player who played in many games and won them all would have a score of 100%, and one who played many games and was first eliminated in all of them would net 0%. **A correction, a sort of built in shock absorber, is applied to the percentage so that a player cannot bound to 100% or fall to 0% as the result of a single game.** The ranking in this listing is on the basis of the percentage scale, the first figure given for each player - the name of the man at the top of the list is that of the man who has done the best on the average, it is not the name of the man who has won the most games.

If two or more players have identical percentage scores, the one showing the greatest advance of Current Game Score over Completed Game Score, will have his name printed above the others. The



symbol "(W)" after a name means that the player has won at least one game of standard 7-man postal Diplomacy.

Current games which have progressed to the stage where one or more players have been eliminated can be partially scored, but not completely as we still don't know who the winner will be. Such partial results of games in progress are added to the player's Completed Game Total Score to give the Current Game Score, the third figure shown. It doesn't mean much by itself. However, if it is much higher than the Completed Game Total Score, it is likely that the average of the player will increase in the next six months or so; if much lower, the average will decrease. If the two scores are nearly equal changes in the percentage should not be great.

Many newer players have not yet been rated on a completed game, but may have partial results from games in progress. They are listed at the end of the listing. Those in this category with strong positive scores will likely be well above 50% when their names first appear in the percentage listing and those strongly negative will be below 50%. It is too early to make predictions for those with scores of a point or two.

In this rating list only one person is rated for a given country in any game. If the country changes hands and if it nets a positive score, this is credited to the last player for that country; if it nets a negative score, or zero, it is debited to the original player for the country. That means, to abandon play in a game can never help a player's score; to act as a replacement for a departed player can never hurt a player's score.

The Country listing is formed in exactly the same way, except that partial results from games in progress are not included.

This listing includes minor variants: for example, games which used, and games which did not use Koning's Rule are both included. However, major variants, such as those played on a different map, those with Economic Feature added, and so on, are not included.

This edition of the listing, the first since Brob changed hands, gives the names of all rated players. Future editions will drop the names of players who are no longer active. (Active as players, that is. John Boardman, for example, who is extremely active as a game master, but who is playing in no game in progress, would be dropped.)

Completed standard 7-man Diplomacy games included in this listing are the following: 1963B, 1964A, B, D, 1965A, B, D, E, F, G, H, I, L, M, Q, R, S, T, U, V, W, 1966A, B, D, E, F, H, I, K, L, M, N, O, R, AA, AB, AC, AG, AI, AK, AL, AM, AQ, AU, AV, BB, BC, BG, BJ, BK, 1967E, H, P, V, -AC, AF, AG, AK, AU, 1968P, for a total of 60 Games. The current game part of the listing includes partial results for all 7-man standard games which have progressed to the first elimination, as far as

such results are known to the compiler. ((jamcc))

### Country list

England	61.1%	+80
Turkey	56.5	+47
France	54.4	+32
Russia	48.9	- 8
Italy	44.6	-39
Germany	44.4	-40
Austria	40.0	-72

### Top Board

89.4	+34	+43	Monte Zelazny (W)
89.1	+20	+20	Donald Miller (W)
85.3	+18	+34	Eugene Prosnitz (W)
81.2	+16	+36	Harold Naus (W)
81.2	+10	+15	Harold Peck (W)
78.6	+21	+30	Charles Turner (W)
77.6	+23	+25	Charles Wells (W)

### Second Board

76.0	+22	+30	James Dygert (W)
75.8	+31	+39	John Koning (W)
75.8	+16	+23	Larry Peery (W)
75.0	+ 6	+13	John Beshara (W)
75.0	+ 6	+13	Eduard Halle (W)
75.0	+ 6	+12	Buddy Tretick (W)
75.0	+ 6	+11	Paul Leitch (W)

### The Rest of Us

75.0	+ 8	+12	Don Barrows (W)
75.0	+ 8	+11	Mehran Thomson (W)
75.0	+ 6	+ 6	Bruce Pelz (W)
74.2	+15	+18	Rod Walker
73.4	+12	+15	Terry Kuch
70.8	+ 5	+ 6	Rick Brooks
68.8	+ 6	+ 8	Bob Lake
66.7	+ 4	+12	Jack Greene
66.7	+ 4	+ 5	Kenneth Levinson
66.7	+ 4	+ 4	Dian Pelz
66.7	+ 4	+ 0	Stephen Hueston
66.7	+ 4	0	Chris Wagner
66.7	+ 4	- 2	Trevor Hearndon
66.7	+ 4	- 3	Richard Bryant
66.2	+10	+19	Jerry Pournelle (W)
65.8	+19	+21	John McCallum (W)
64.6	+ 9	+ 8	Bud Pendergrass (W)
63.7	+ 7	+ 7	Banks Mebane
62.5	+ 4	+ 7	James Munroe (W)

62.1	+16	+24	John Smythe (W)
61.7	+ 6	+ 2	Jack Root
61.3	+ 7	+ 7	Doug Beyerlein
60.4	+10	+18	James Latimer (W)
60.4	+15	+17	Derek Nelson (W)
59.8	+ 5	+10	Frank Clark
59.7	+ 6	+ 7	Ken Davidson
58.3	+ 2	+ 7	John Austin
58.3	+ 2	+ 6	Cole Harrison
58.3	+ 2	+ 5	Hugh Anderson
58.3	+ 2	+	Wm. Lee Linden
58.3	+ 2	+ 2	Sherry Heap
58.3	+ 2	+ 2	David Mayhall
58.3	+ 2	+ 2	Michael Childers
56.2	+ 2	+ 2	Lon Atkins
56.2	+ 2	- 2	Jim Sanders
55.9	+ 4	+ 5	Charles Reinsel(W)
54.2	+ 1	+ 3	Ken Porter
54.2	+ 1	+ 2	Bill Christian
54.2	+ 1	+ 1	Mark Lyon
54.1	+ 3	+25	Dave Lebling (W)
52.4	+ 2	+ 2	James MacKenzie(W)
51.2	+ 1	+13	Alan Huff (W)
50.0	0	+ 2	Richard Shagrin
50.0	0	0	Edwin Baker
50.0	0	0	John Davey
50.0	0	0	Ben Hendlin
50.0	0	0	Pat McDonnel
50.0	0	0	Jeff Stehnborg
50.0	0	0	Earl Thompson
50.0	0	- 3	Dave Francis
48.0	- 1	+11	Greg Long
46.5	- 3	+ 9	Edi Birsan
45.8	- 1	+ 5	Robert Johnson
45.8	- 1	+ 2	Gail Schow
45.8	- 1	- 1	Terry Hueston
45.8	- 1	- 1	Wade Johnston
45.8	- 1	- 1	Charles Roland
45.2	- 3	-10	Robert Ward
45.1	- 2	- 2	Mark Owings
43.9	-15	-15	Conrad v. Metzke(W)
43.8	- 2	- 2	Al Goggins
43.8	- 2	- 7	George Parks
43.3	-12	-10	Dan Brannan
42.8	- 2	- 2	Michael Hakulin
41.7	- 2	+ 4	Hank Reinhardt
41.7	- 2	+ 1	Mike Miller
41.7	- 2	- 2	Brenda Banks
41.7	- 2	- 2	Gregory Molenaar

41.7	- 2	- 2	Robert Whalen
40.3	- 4	- 4	John Boardman
40.3	- 5	-14	Thomas Griffin (W)
40.2	-13	-16	Roland Tzudiker
37.8	- 5	-11	Ron Bounds
37.5	- 3	+ 2	W. Gerald White
37.5	- 4	- 4	Jack Harness
34.4	- 5	- 9	Karl Wittmann
33.8	-10	-12	Jack Chalker
33.8	-10	-14	Brian Bailly
33.3	- 4	- 4	Michael Aita
33.3	- 4	- 4	Robert Cline
33.3	- 4	- 4	Dennis Frisch
33.3	- 4	- 4	Alexis Gilliland
33.3	- 4	- 4	Mark Johnson
33.3	- 4	- 4	Stuart Keshner
33.3	- 4	- 4	Steve Powlesland
33.3	- 4	- 8	Ken Fletcher
33.3	- 4	-10	Alan Fisher
33.3	- 4	-10	John Mazar
31.2	- 6	- 2	Greg Warden
31.2	- 6	- 6	Art Canfill
31.2	- 6	- 6	Scott Duncan
31.2	- 6	- 6	Bill Schreffler
31.2	- 6	-12	Stephen Barr
30.5	-10	-12	Anders Swenson
29.2	- 5	- 5	Tom Bulmer
29.2	- 5	- 5	Steven Ratt
29.2	- 5	- 5	Solebury School D.C.
29.2	- 5	- 5	Jerry Tenny
29.2	- 5	- 9	Richard Uhr
29.2	- 5	-12	Louis Gallo
26.6	-12	-12	Leonard Garland
25.7	-10	-16	Sidney Get
25.0	- 6	- 6	Al Scott
25.0	- 6	- 6	Willima Celestre
25.0	- 6	- 6	Thomas Gorman
25.0	- 6	- 6	Rick Payment
25.0	- 6	- 6	Don Recklies
25.0	- 6	- 6	John Sandoval
25.0	- 6	- 6	Stephen Willard
25.0	- 6	-18	Clyde Johnson
25.0	- 6	-10	Bill Stewart
25.0	- 6	-18	Ron Glavic
25.0	- 6	-22	Stephen Gordon
24.6	-13	-13	Jerald Jacks
24.2	-16	-35	Charles Alexander
22.7	-14	-14	Dick Schultz
21.9	- 9	- 9	Barry Gold
20.9	-28	-26	Margaret Gemignani
19.3	-19	-16	James Goldman
18.3	-10	-10	Paul Harley
13.8	-10	-10	Bernie Kling

18.8	-10	-10	Joel Sattel
16.0	-14	-14	Ron Parks
15.6	-11	-11	Fred Lerner
10.9	-20	-20	Phil Castora

# CURRENT GAMES LISTING

+10	George Schelz
+ 8	Chuck Carey
+ 6	Ben Turk
+ 5	Thomas Eller
+ 5	Dick Reiter
+ 4	William Connolly
+ 4	Charles Welsh
+ 4	Norm Zinkham
+ 3	George Heap
+ 3	Harry Manogg
+ 3	Mike Melby
+ 3	Cliff Ollila
+ 2	Robert Curran
+ 2	Ron Dellbringge
+ 2	Dan Evans
+ 2	Linn Haramis
+ 2	Russ Jones
+ 2	John Leckner
+ 2	William McLean
+ 2	Paul Mosslander
+ 2	Brad Payne
+ 2	Robert Perkins
+ 2	Steve Perrin
+ 2	Andrew Phillips
+ 2	Keith Polan
+ 2	Jose Revillagigedo
+ 2	Peter Rosalia
+ 2	Mason Skinner
+ 2	Bob Weston
+ 1	John Alden
+ 1	Doug Beyerlein & Doug Baker
+ 1	Christina Brannan
+ 1	Marvin Garbis
+ 1	Wayne Gibbs
+ 1	Mike Goldstein
+ 1	Kenneth Hake
+ 1	Thom Holaday
+ 1	Richard Houston
+ 1	Bob Kinney
+ 1	Keith Koalenz
+ 1	---- Largess
+ 1	Norman McLeod
+ 1	Richard Metzger
+ 1	John Neahr
+ 1	Peter Nemeth
+ 1	Tom Rosenbaum

- 1 SDD + CBW
- + 1 Chuck Schlotz
- + 1 Bob Soeed
- + 1 Bill Weyant
- + 1 Bruce Wilcox
- + 1 Mike Williamson
- + 1 Michael Wolf
- 0 Doug Baker
- 0 Terry Benn
- 0 Michael Dobson
- 0 Bill Haggart
- 0 Jim Houghton
- 0 Jon Jacky
- 0 Peter McDonald
- 0 Edward Meyer
- 0 Mike Santos
- 2 Jay Halderman
- 2 Mike McIntyre
- 2 Frank Musbach
- 2 Paul Scroggie
- 2 Richard Czata
- 2 Lon Curtis
- 4 Bob Adams
- 4 Len Bailes
- 4 Donald Hetsko

- 4 Wayne Hoheisel
- 4 Robert Kauffman
- 4 Bruce Pandolfini
- 4 John Videtto
- 4 Michael Vaughan
- 5 Robert Champer
- 5 Paul Waterson
- 6 Carl Anderson
- 6 Lee Srico
- 6 Dave Bischoff
- 6 Paul Budd
- 6 Deborah Deutsch
- 6 Bob Eddy
- 6 Sidney Jolly
- 6 Jack Longbine
- 6 J. Longyear
- 6 Charles McLennon
- 6 Ivan Musicant
- 6 Tommy Lee Ogle
- 6 Jerry Page
- 6 John Reiner
- 6 James Tuttle
- 7 Fritz Mulhauser
- 8 Bob Maloney
- 10 Bob Reiter

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(AEOLUS)

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No, we haven't taken it over. I just will add to the flood of happy news to the effect that Aeolus will soon reappear. I had a long phone conversation with Monte Saturday night and it should be out again within two weeks of this issue. Aeolus is without a doubt one of the most carefully gamemastered 'zines around, on a level with John Koning's STAB and Brobdingnag in the days when John McCallum was editor. If you don't mind irregular publication, subscribe and have the thrill of watching your fearless editor get taken apart. I do have such nice neighbors.

Seriously, Monte has been having very little free time, and it has bothered him that Aeolus has been delayed enough to draw poison pen notices. Monte told me that it was over half typed and would be finished and run off - and in the mail as soon as possible. Did you ever have the Spring 1901 worries and wonders for five months?

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As John McCallum mentioned in #90, I contemplated publishing a zine for about six months before the first edition came out. I had the

opportunity to observe Monte's efforts with Aeolus, which may be a reflection on my mentality for carrying on with this. I like to hope that all this time and thought will keep Brob-3 alive and well, and up to the standards that gave it the fine reputation it enjoyed under John.

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Diplomacy is the registered trade mark of a game invented by Allan B. Calhammer and manufactured and sold by Games Research, Inc., 48 Wareham Street, Boston, Mass 02118. It may be purchased from them at the modest fee of \$ 7.50 postpaid.

Brobdingnag-3 is a journal devoted to the postal version of that game, a feindish system wherein it takes you three weeks to find who you can and cannot trust, rather than 15 minutes. It is proofread by the Freiherr Schwartz von Speilen after being typed by Eduard Halle, P.O. Box 903, Gainesville, Florida, 32601.

Game fee is \$ 3.00, payable in either cash or stamps. Subscriptions are 10/\$1 or 15¢ per single copy. Write care of the above address.

Have a pleasant Lincoln's Birthday and see you in three weeks.

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ADDENUM

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After all this was typed up, I received a letter from John Beshara, concerning a subscription, and also the following note: ( I might add that this is concerning Aeolus game #4 which I also am in. The last issue of Aeolus was in early Summer 1968.)

" Would appreciate your making a public note in your zine that so far as I am concerned, since I have not heard one word from Monte Zelazny since Spring 1901 moves were called for over four months ago, and inasmuch as I signed up for Game 4 over six months ago anticipating it would be well enough on its way so that it would not interfere with my Winter and Spring vacation plans -- so far as I am concerned the game as now constituted is terminated without prejudice to myself. In short, I want nothing to do with the game and I do not want my name to appear as a player or having been a player in the game."((John, I had a few things to talk to Monte about anyway, so I called down and passed this along. After listening to this Monte informed me that he had mailed the Spring 1901 moves out the day before. What action he will take on your personal note is up to him. I did relay the information to him. I daresay he will be writing you soon. I can understand your feelings as I am in the game, and I have been through all this once before. eh))